

## Swirls Lesson 9: RFID Tags

Swirls supports RFID tags! These look like credit cards; dancers swish them over a card reader and “toggle” themselves in and out of the dance (see Swirls.pdf, Sec 17) easily and quickly. That referenced section also gives some suggestions for rfid-tag reading hardware and compatible tags.

These tags are frequently associated with “anonymous” (ie. numbered) square dancers and optionally with named square dancers.

Swirls provides two ways to make that association.

1. Swish a rfid tag that hasn't been previously associated. Then a display such as



appears. One may choose one of the dancing styles (or names via the SqrDancer button). It will inherit the current program level for the club; as soon as one does so, the association has been made and the display will disappear. This approach is good for making single associations quickly.

2. When you want to make a lot of anonymous-dancer rfid tag associations, first fire up the M display (press M!).



Select the dancing style, program level, and next anonymous dancer number. Then you may swipe multiple rfid tags over the reader and associate them with sequentially assigned anonymous dancer numbers. When you're done, press “Done”.

By providing a second rfid tag reader to your caller (you may need a 20' usb extension cord) then the caller can use a **Present : Roll** “command card” to toggle the Swirls display between “Present” and “Squares” (ie. generate/roll-up a new set of squares). The beauty of this setup is no computer operator will be needed! (see Lesson 10 on “Command Cards”)

Couple#001	Couple#005	Couple#010	Sngl#018	Sngl#027	Sngl#036	Sngl#045	Sngl#054
Couple#001	Couple#006	Couple#011	Sngl#019	Sngl#028	Sngl#037	Sngl#046	Sngl#055
Couple#002	Couple#004	Sngl#011	Sngl#020	Sngl#029	Sngl#038	Sngl#047	Sngl#056
Couple#002	Couple#007	Sngl#012	Sngl#021	Sngl#030	Sngl#039	Sngl#048	Sngl#057
Couple#003	Couple#007	Sngl#013	Sngl#022	Sngl#031	Sngl#040	Sngl#049	Sngl#058
Couple#003	Couple#008	Sngl#014	Sngl#023	Sngl#032	Sngl#041	Sngl#050	Sngl#059
Couple#004	Couple#008	Sngl#015	Sngl#024	Sngl#033	Sngl#042	Sngl#051	Sngl#060
Couple#004	Couple#009	Sngl#016	Sngl#025	Sngl#034	Sngl#043	Sngl#052	
Couple#005	Couple#009	Sngl#017	Sngl#026	Sngl#035	Sngl#044	Sngl#053	

Present Display

Couple#001	2	Couple#007	3	Couple#013	5	Couple#019	6	Sngl#025+027	6
Couple#002	3	Couple#008	4	Couple#014	6	Couple#020	1	Sngl#026+022	4
Couple#003	5	Couple#009	1	Couple#015	4	Sngl#021+029	2	Sngl#027+025	6
Couple#004	3	Couple#010	2	Couple#016	4	Sngl#022+026	4	Sngl#028+024	3
Couple#005	3	Couple#011	1	Couple#017	5	Sngl#023+030	1	Sngl#029+021	2
Couple#006	6	Couple#012	5	Couple#018	Out	Sngl#024+028	2	Sngl#030+023	1

Squares Display

To generate *command cards*, see tutorial#10.

As an example, the “Present:Roll” command card will toggle the display between Present mode (see tutorial#2 and #7) and Squares mode (see tutorial#2 and #5).